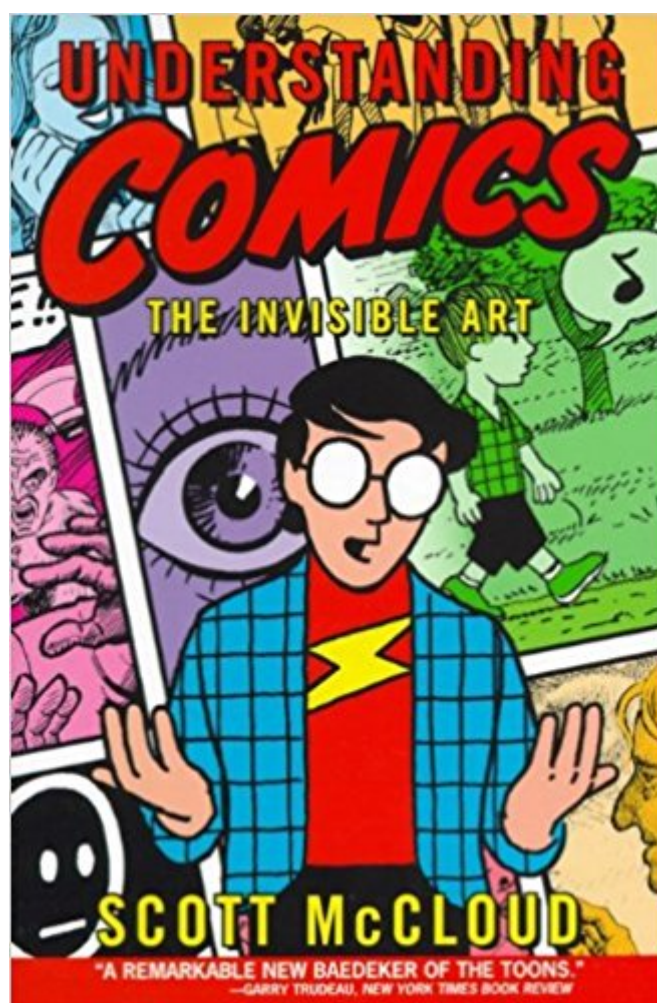


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Understanding Comics: The Invisible Art (Turtleback School & Library Binding Edition)



Synopsis

FOR USE IN SCHOOLS AND LIBRARIES ONLY. Traces the 3,000 year history of storytelling through pictures, discussing the language and images used.

Book Information

School & Library Binding: 224 pages

Publisher: Turtleback Books; School & Library ed. edition (April 27, 1994)

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Product Dimensions: 6.9 x 0.8 x 10.5 inches

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Average Customer Review: 4.7 out of 5 stars 378 customer reviews

Best Sellers Rank: #591,404 in Books (See Top 100 in Books) #58 in Books > Literature & Fiction > History & Criticism > Genres & Styles > Humor #60 in Books > Humor & Entertainment > Humor > Theories of Humor #114 in Books > Arts & Photography > Drawing > Cartooning > Comics

Customer Reviews

A comic book about comic books. McCloud, in an incredibly accessible style, explains the details of how comics work: how they're composed, read and understood. More than just a book about comics, this gets to the heart of how we deal with visual languages in general. "The potential of comics is limitless and exciting!" writes McCloud. This should be required reading for every school teacher. Pulitzer Prize-winner Art Spiegelman says, "The most intelligent comics I've seen in a long time." --This text refers to the Library Binding edition.

If you read, write, teach or draw comics; if you want to; or if you simply want to watch a master explainer at work, you must read this book. • (Neil Gaiman) McCloud's masterwork is not just an indispensable treatise on comics, it's also the best primer around on visual literacy and the mechanics of storytelling. A must-read for anyone interested in narrative of any kind. • (Alison Bechdel) Cleverly disguised as an easy-to-read comic book, Scott McCloud's simple-looking tome deconstructs the secret language of comics while casually revealing secrets of time, space, art and the cosmos! The most intelligent comics I've seen in a long time. Bravo. • (Art Spiegelman) Reading Understanding Comics blew my teenage mind, and gave me a toolbox full

of ideas that I still use today.â • (Raina Telgemeier)â œThe best analysis of the medium that I have ever encountered.â • (Alan Moore)â œBRAVO!! ... A landmark dissection and intellectual consideration of comics as a valid medium. ... Anyone interested in this literary form must read it.â • (Will Eisner) --This text refers to the Library Binding edition.

This book sort of blew my mind. It was recommended to me by an artist friend, and in a book about making web comics. I will read it again and again and keep it around as my comic bible. I read it all very quickly and it was easy to read. McCloud has amazing insight into art and how to create interesting stories as well as communicate through drawing. Before I read this book, I had never really been exposed to anything like it before. I hope to see him speak some day. He really knows how to explain complex concepts, and inspire others to create!

All were great books to understanding comics for some one that is not versed in comic books. However, I opted to try and make a heavily illustrated novel.

A seminal and indispensable work for anyone involved in the creation or appreciation of sequential art. McCloud's simple but unique idea to write a comic about comics creates a tool through which he can instruct via demonstration rather than simple explanation. You will not regret purchasing this book.

I have to agree with Frank Miller, who is quoted as saying "Scott McCloud is the smartest guy working in comics," or, something like that. I have been a comic fan since the days when Gwen Stacey took a dive off the Brooklyn Bridge. As an artist, I cut my teeth on the works of Neal Adams, Jim Starlin, Mike Grell, and John Buscema -not to mention the greats, Jack Kirby and Will Eisner. But what this guy knows about comics, what they are, what they have been and what they could be, is astounding! This book will make you rethink everything you ever thought you knew about the genre. Great stuff.

I am not sure why I passed this up so many times when I was working at my local college bookstore. There it was sitting on the shelf begging me to look through it. I suppose I thought that either I didn't want the instruction via a book or that the artwork wasn't good enough. Boy how stupid I was. This is a MUST READ for any aspiring comic book artist. Not just because it informs and explores technique, but it also gives you some real firepower against those who might make the

claim that comic book illustration "isn't art" or is "low art". The work McCloud does is masterful in explaining the history of the art and his personal understanding of its expression. Now that I am a grown ass adult, I finally got my head right and picked it up. Man, was I missing out.

For people like me, that is to say, for people who did not grow up reading comics and possibly saw them as "kids' books", this is an imperative book to read. Not only does it explain (for me, expose) comics, it is a wonderful introduction into understanding so many genres of art and storytelling as well. His recursive method of explaining comics with a comic is pure genius. McCloud is to comics what Edward Tufte is to information dissemination.

Not a big comic book fan. Explains how comics work. Needed it for a class. Easy read. Excellent condition.

Still one of the great texts about visualization, and relevant even to those who aren't fans of comics. I recommend this to all my students, whether they're studying iconography or user experience design. McCloud is a wonderful and witty writer who doesn't try too hard, and delicately evolves straightforward and familiar themes into complex discussions of abstruse principles. It's a terrific book for anyone interested in visual symbolism, tropes and cliches, and how things came to look the way they do.

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